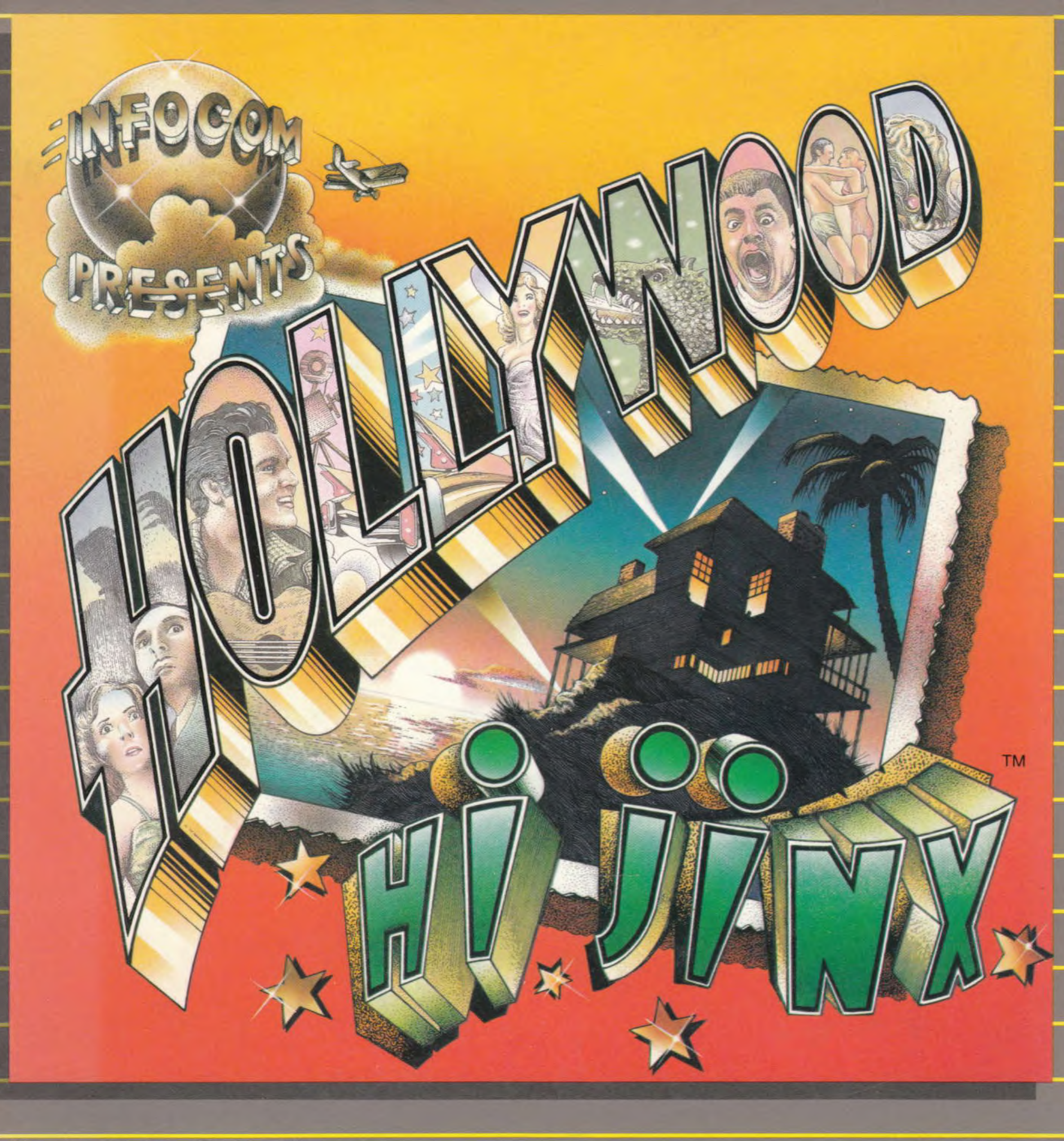


INFOCOM™

INTERACTIVE FICTION

BY "HOLLYWOOD" DAVE ANDERSON

Distributed by Activision (UK) Ltd.

SOFTWARE FOR YOUR

AMSTRAD CPC/PCW



Featured in every package of HOLLYWOOD HIJINX: your HOLLYWOOD HIJINX disk; a star-studded copy of TINSELWORLD magazine; your Aunt Hildegarde's will; an autographed photo of your Uncle Buddy; and a lucky palm tree swizzle stick.

Vampire Penguins. A Corpse Line. Meltdown on Elm Street. Who could forget these classic Hollywood movies produced by your uncle, Buddy Burbank? But his greatest masterpiece has yet to be experienced... HOLLYWOOD HIJINX, starring *you*!

Your Uncle Buddy and Aunt Hildegarde have passed away, but their memory lives on in their Malibu mansion, filled with a lifetime of Hollywood memorabilia. And you've inherited it all, with one stipulation–you can only claim your booty if you find the treasures hidden throughout the sprawling beachfront estate. If you can't find the treasures in one night, you lose the whole caboodle.

It's just the sort of thing you'd expect from Aunt Hildegarde and Uncle Buddy. And their home is familiar territory: you spent your childhood summers there with your Cousin Herman. Although some say the house is haunted, you're not fooled. You know that Uncle Buddy, who wore a different polyester leisure suit each day of the week, was always rigging the place with goofy gags and booby traps.

Inside the house, everything is just as glitzy and full of fun as you remember it to be. There's the luxurious private screening room, the gold-plated bathroom faucets in the shape of Oscars, and the wacky props from old Buddy Burbank movies.

The Malibu estate seems like a funhouse at first. But the puzzles you must solve prove that Aunt Hildegarde and Uncle Buddy weren't just kidding around. Claiming the Burbank bundle turns out to be quite a challenge–and it's all in your honor.

HOLLYWOOD HIJINX is as zany as its author, "Hollywood" Dave Anderson. It's cram-packed with puzzles that will test the wits and tickle the ribs of both first time and experienced players.

GET INSIDE A STORY.
GET ONE FROM INFOCOM.

It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters, and original, logical, often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your adventure can last for weeks and even months.

Find out what it's like to get inside a story. Get one from Infocom. Because with Infocom's interactive fiction, there's room for you on every disk.

INFOCOM

125 CambridgePark Drive, Cambridge, MA 02140

Interactive Fiction is available for most personal computers.
Call us at 617-576-3190 for availability information.

Manufactured and Printed in U.S.A.

G-IA4-02



TAKE THEIR WORDS FOR IT!

"I think these stories are great. Finally, a game that lets you use your logic and have fun at the same time!"

Austin, age 15
Euless, Texas

"Vividly descriptive prose; a superb and much imitated command parser; and packaging that is detailed and intriguing are the hallmarks of every Infocom game."

A + MAGAZINE

"Every time we get a new game, we are glued to the computer! Our husbands don't get fed and the laundry doesn't get done. Then when it's over, we're lost souls."

Sandra, age 28
Chino, California

"The story is great! I usually have to save my place, then sneak out of bed to try to finish."

Gary, age 12
Cedar Hill, Texas

"Infocom is the class of the field. Its games are cleverly written, beautifully packaged, and punctuated with a sharp sense of humor."

NEWSWEEK magazine

"I think it's great. My kids love it, too!"

Peter, age 35
North Wildwood, New Jersey

"As usual—outrageous!"

Darlene, age 42
Phoenix, Arizona

"There are imitators and innovators. With each new work, Infocom again falls into the latter category."

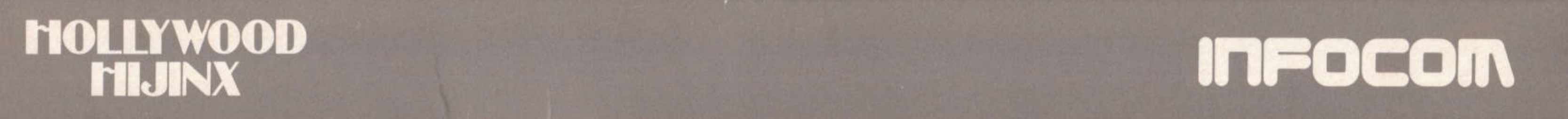
ANALOG COMPUTING magazine

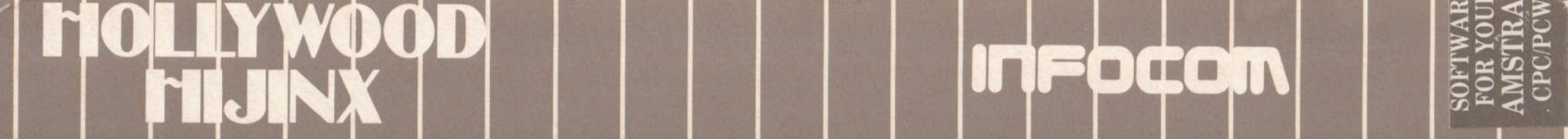
"I love your sense of humor and creative gaming."

William, age 24
South Euclid, Ohio

"It's absolutely marvelous, darlings. Don't change a thing."

Celeste, age 17
Springfield, Missouri


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